

OFFICER'S MANUAL



7th LEVEL

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HELI COPS™

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Officer's Manual



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Game Overview

It has been a generation since the Quake of '98 when, in the blink of an eye, most of Old Tokyo was reduced to smoldering rubble. Out of the wreckage, a new shining jewel—NeoTokyo—emerged like a Phoenix from the ashes, rising as the New World's center of commerce and technology.

All that is past. It is now the year 2015, and NeoTokyo is in danger. The name of Maxwell Giger, the ruthless leader of the international crime syndicate known as Nemesys, is being whispered fearfully from every neighborhood.



Alarmed at the growing corruption and ineffectiveness inspired by Giger within the city's police department, Governor Koyo created a secret airborne strike force known only as The HeliCOPS. Commander Iemitsu Kabutogani, a decorated veteran of the NeoTokyo police, was the only one the mayor could trust to lead the special force.

This undercover unit was assembled from unconventional sources, from law enforcement to high technology, preparing for the day when Giger would reveal himself. That day came all too soon. Before the HeliCOPS even had a chance to fly their first mission, Governor Koyo was brutally assassinated in a cowardly car bombing, leaving NeoTokyo in

a state of shock and Maxwell Giger more feared and more powerful than ever.

The Governor's death was only the beginning. NeoTokyo is on the brink of collapse, and Maxwell Giger has released a "wolf pack" of his most sinister allies to fan the flames of terror and confusion among the citizens of NeoTokyo.

The HeliCOPS are the only hope to free NeoTokyo from the iron grip of Nemesys. This is where you take control. Choose your pilot and chopper, then prepare for the worst as you battle more than 32 types of enemies. Find and collect power-ups to increase your chances of survival. Report for duty, and good luck!

System Requirements

For optimal performance, you should have at least the following system configuration. Also, you must have the Sound and Sky options turned off in the Options screen.

- A Pentium™ 100 MHz processor
- 8 MB of RAM
- 40 MB of hard disk space (for CD install)
- 256-color display, running at 640x480
- DirectX™ compliant for audio and video, PCI, 2MB DRAM
- Quad-speed CD-ROM Drive
- Windows® 95
- Windows 95 compatible joystick* and mouse.

Note: DirectX 3.0x is included with HeliCOPS.

For kick-butt performance, we recommend the following system configuration.

- A Pentium™ 133 MHz processor
- 16 MB of RAM
- 60 MB hard disk space available (454 MB for a full hard disk install)
- Quad-speed CD-ROM drive
- Windows® 95
- Windows 95 compatible joystick* and mouse.

*HeliCOPS will support any Microsoft Windows direct input joystick. Throttle and rudder controls are recommended.

Installing HeliCOPS

The HeliCOPS installation program uses Autoplay (a Windows 95 feature that automatically runs a CD when you insert it into the CD-ROM drive). If Autoplay is turned on, you do not need to run the setup program to install HeliCOPS. The first time you insert the CD into the CD-ROM drive, Windows 95 will automatically start the setup program.

Once installed, every time you insert the CD into the CD-ROM drive the Autoplay feature of Windows 95 will automatically start HeliCOPS.

To install HeliCOPS (if Autoplay is turned off):

1. Insert the CD in the CD-ROM drive.
2. Click the Start button and choose Run.
3. Type **X:\SETUP.EXE** (replace **X:** with the letter that represents your CD-ROM drive) in the command line and press **Enter**. The Installation program opens.

4. Choose the options you want and click OK. The *HeliCOPS* Setup dialog box opens.

There are three installation options: CD, Optimal, and Full. The CD option installs sound and graphics files, and requires approximately 40 MB of disk space. The Optimal option installs sounds, graphics, and stages, and requires approximately 60 MB of disk space. The Full option installs everything to your hard disk, and requires approximately 454 MB of disk space.

5. Choose the location where you want to install the game and click Next. (You can click the Options button to return to the previous screen if you need to make changes.)
6. The installation program evaluates your system for optimal configuration and completes the install automatically.

You may have problems running *HeliCOPS* if you do not have hardware that supports DirectX 3.0x. If you have any questions about DirectX or its compatibility with your hardware (for example, your video or sound card, or your network, for network play), contact the manufacturer of the hardware. You may need updated drivers that support DirectX. For more information about DirectX, check out www.microsoft.com.

Note: If you do not install DirectX 3.0x, you cannot access modem or network play, and the game may display strangely when you play.

HeliCOPS will load effortlessly on many different types of systems, but occasionally some problems may occur. Video cards that do not comply with DirectX 3.0x can still be used, but *HeliCOPS* will run in a window instead of full screen, and at much slower speeds. For sound cards that are not compatible, you will have no sound but the game will still run. Some joysticks may connect to the sound card, so if the sound card cannot work, then the joystick will not work.

The joystick is a critical piece of equipment for *HeliCOPS*. You should calibrate it before playing the game or at any time you feel that it is not operating accurately.

To calibrate your joystick:

1. Click the Start button, choose Settings, and then choose the Control Panel.
2. Double click the Joystick icon.
3. Follow the instructions to install the correct type and then test it to make sure it is operating optimally.

Technical Support

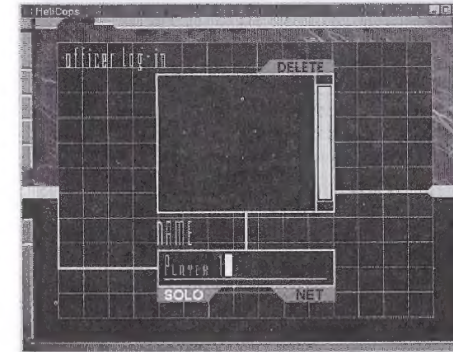
If you have difficulty installing or running *HeliCOPS*, call Technical Support at 972-498-8010. Support is available Monday through Friday from 8:00 a.m. to 9:00 p.m. and on Saturday from 8:00 a.m. to 7:00 p.m. Central Time. You also can reach Technical Support via America Online (keyword Seventh) or the Microsoft Network (Go Seventh).

Technical Support also is available via the World Wide Web on 7th Level's web page (www.7thlevel.com). Here you can download the latest technical support information along with demos of current and future products, register your products online, and participate in contests and chats with the celebrities and individuals involved in our products.

Getting Ready to Play

When you start *HeliCOPS*, you will see the logo and opening animations. To skip any cinematic playback, click the left mouse button, or press **Esc** or the **Spacebar**.

Logging In



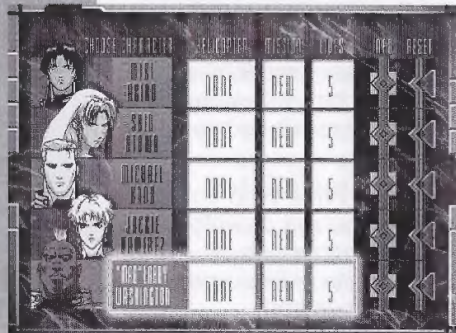
The first screen you will see is Officer Log-In. If this is the first time that you have played *HeliCOPS*, you need to log in. Type in the name you want to use, then press **Enter**. Press **Backspace** to delete any letters, if necessary. All of your preferences and game information will be saved under the name you enter. This makes it

possible for different people to play *HeliCOPS* on the same computer without overwriting each others' games as long as each uses a different log-in handle.

If you have logged in before, simply choose your name from the menu by clicking it. Use the up and down arrows to scroll through the list, if necessary. Select SOLO or NET for multiplayer gaming, then press **Enter**. (See the section Network Play for more information on multiplayer gaming.) You can also double click the name to immediately continue in SOLO mode.

Note: You can remove a name by highlighting it and clicking DELETE.

Choosing a Character



After logging in to the system, you need to choose a character. To obtain background information on the person click the INFO button. Also displayed on this screen is your status: the helicopter you are using (if this is an old game), the last stage number that was played and how many lives remain. You can erase a character by clicking on the RESET button to start over from the beginning! To pick a character, click the one you want. If this is a new

game in SOLO mode, the Choose Mission screen appears. Otherwise, the game will restart at the last stage you were in with all the power-ups and preference options you had at the time.

Choosing a Mission

You get to choose which mission you want to fly in SOLO mode only. Each character has specific missions, so you may not be able to choose certain missions until other missions are completed. Click the mission you want to fly, then get ready to choose your helicopter.



Choosing a Helicopter

After choosing a character and mission, you choose the helicopter you wish to fly. Click the INFO button to learn a helicopter's specifications. To choose your vehicle, click on the name or the picture. After you have chosen a copter, the assembly animation for your craft is shown, and the first stage begins loading automatically.

It is always a good idea to select the helicopter that is appropriate for the character you have chosen. Pilots in their preferred machines get a little more speed and agility out of them. Which character likes which machine can be inferred from the character backgrounds and other not-so-subtle hints.

While a stage is loading you will see the briefing slides. These screens contain the stage objective(s), warnings, and any other pertinent information for the mission you are about to start. Usually they wait until the voice-over is finished before proceeding, but you can speed this up by pressing the **Spacebar** while the screens are being shown.

Pressing **Esc** stops the game from loading and returns you to the main character selection menu. When the stage is ready, you will spin around your helicopter giving you a quick look-around before actually starting play.



Setting Options

During gameplay, press **Esc** to display the Options screen. (If an animation is running, pressing the **Spacebar** stops the animation.) This lets you set preferences that will affect your game. These items will alter a game that is in progress, so if things are getting too tough, you can reduce the difficulty or maybe turn some performance options off to speed things up.

Music

You have several choices for background music: OFF if you do not want any music; MIDI for a unique soundtrack per stage; CD to play any audio CD installed in the CD-ROM (this option can be used only when you do not need the *HelicOPS* CD) starting at track 1 for stage 1, track 2 for stage 2, etc.; and OTHER randomly picks and plays an audio track while you are flying.

Volume

Volume controls how loud the sound effects are played. Use the arrows to increase or decrease the volume. Zero represents off (no sound), and you can increase to a maximum of five. If the sound level is still too low, try using the Windows 95 Volume Control window to adjust the volume, or just turn your speakers up.

Game Difficulty

There are three levels of game difficulty: Easy, Medium, and Hard. Easy is excellent for novices but will quickly turn boring for experienced players. Medium is a nice compromise between Easy and Hard, and it will keep you on your toes. Hard gives you the toughest battles against the roughest enemies. With the wrong combination of pilot and helicopter, Hard mode can challenge even the pros! Because enemy attacks and player damage (among many other variables) are directly

controlled by this option, changing the difficulty mode while you play will have immediate results. This setting also determines how much repairing/restocking your helicopter receives, if any, between stages.

Log Out

Click this option to return to the Officer Log-In screen.

Exit Mission

Click this option to exit the current mission, which returns you to the main character selection menu.

Leave HeliCOPS

Click this option to exit *HeliCOPS* entirely.

Performance

Click this option to display the Performance screen, where you can change game options.

Keyboard Setup

Click this option to display the Keyboard Setup screen, which lets you change keyboard assignments.

Performance Screen

Clicking this option displays the Performance screen. The performance options include many features which will add glitter and splash to your game play. However, they may also slow the game down to unreasonable speeds. If your machine is playing too slowly, try adjusting some of these, especially the fog range. On the other hand, if you have a really quick system, turn 'em on all the way and enjoy!

Rotated Effects

Rotated effects will enable or disable rolling special effects according to the helicopter orientation. Since no effects do so right now, this can always be OFF.

Textured Sky

Textured sky is an easy way to get some performance back. If the pretty clouds or dazzling starscape are not very important to you, turning this OFF will greatly improve game play speed.

Field of View

The field of view determines how wide your vision is. If you are feeling a bit queasy at the current setting, try the other two. Narrow is generally faster but does not give you much information on the sides, while Wide may take

longer but gives you excellent peripheral vision. The fog range (explained below) is also adjusted internally by this setting. In Narrow you can see further than in Wide, unless you pull the fog in using that control explicitly.

Engine Sound

The constant engine noise of your helicopter may get a little annoying after a while. You can turn this OFF to better hear sounds around you, like enemies and power-ups. Or leave the sound on, and experience the totality of flight.

Fog Range

The Fog Range determines exactly how far you can see objects. Use the arrows to increase or decrease this number. A value of 1 indicates the fog is as close to you as it can get given the current field of view (see above), which can REALLY speed the game up. However, if you would like to target your enemies from as far away as possible, change this setting to 9. Drawing everything out that far decreases the performance of the game. Set this option to a value which produces a nice balance between sight and game speed for your machine.

Debris

Debris controls how many additional pieces are flung away from a blown-apart object.

Note: Some special visual effects can also hiccup the game on slower machines, especially if there is a lot of shooting and dying going on around you.

Effects

Effects adjusts the size of the explosion when something is killed.

Impact

Impact affects the number of red dots that appear whenever one of your shots hits something.

Keyboard Setup Screen

Click the Keyboard Setup button on the main Options screen to display a screen that will let you re-map the most common control keys to whatever you prefer.

Simply click once on the command you would like to change and then press the key you want instead. When two game functions have the same key assigned to them, you will be warned, except when one of the functions is not adjustable. For example, you can quite easily assign the tilde (~) to fire your weapon (usually reserved for the **Ctrl** key), but you



will then lose the ability to toggle auto-firing. If you do this and want that function back, simply reassign the offending key to something else. Use the Default button to return to the standard game key assignments.

Network Play

You can play *HeliCOPS* over a network using a protocol supported by DirectX 3.0 (or higher). Make sure you have one of the protocols installed properly before starting a network game. (If you are not sure about which protocol to use, see your system administrator.) *HeliCOPS* supports up to eight players per game on a network.

The person who starts a network game is the host and can set conditions for other players. See the Network Game Options section for more information.

To host a network game:

1. On the Officer Log-In screen, click NET to enter network mode.
2. Enter a new name or choose one of the names that is available.
3. Press **Enter** to display the Choose Character screen.
4. Choose the character that you want.
5. Choose the helicopter that you want in the Choose Helicopter screen. The Network Play screen appears.
6. Choose the service that you want to make the network connection. (The list of available protocols will vary based on what you have installed on your system. The most common types are local IPX connections, modem connections or global TCP connections.)
7. The name you chose will be displayed in the Available Game section. (There may also be other games available.)
8. When all other players have entered, the host chooses Begin Game to start the network game.

You can enter messages before starting a network game. The Message Box section keeps a running dialogue of all the messages being typed during play. To send a message, press the forward slash key (/), type your message and press **Enter**.

To join a network game:

1. On the Officer Log-In screen, click NET to enter network mode.
2. Enter a new name or choose one of the names that is available.

3. Press **Enter** to display the Choose Character screen.
4. Choose the character that you want.
5. Choose the helicopter that you want in the Choose Helicopter screen. The Network Play screen appears.
6. Choose the service that you want to make the network connection. (The list of available protocols will vary based on what you have installed on your system. The most common types are local IPX connections, modem connections or global TCP connections.)
7. Choose an available game by clicking it.
8. When you are ready to play, click Begin Game. The network game will start when all players have chosen Begin Game.

Network Game Options

In the top right-hand corner of the Network Play screen are two options and a pair of scrolling arrows. The scrolling arrows allow you to skip ahead levels so you can start your game in the level that you want.

The first option is "Unique Power-ups." This is for the truly ruthless player. When this option is selected, any power-up picked up by a player will be sole property of that player, causing that particular power-up to disappear from any other player's environment. First come, first served! Only the Host can select this option, and they must select it before they select the "Game Server" box.

The other option is "Game Server." Click on it to host your own game. If a player no longer wants to Host, they can click on "Game Server" again to disconnect the game.

Once you have selected the "Game Server" option, the "Begin Game" button appears. When the host player presses the "Begin Game" button, all joined players will start simultaneously. You are ready to save NeoTokyo!

Game Play

Use the **F1** key to display the controls, in case you forget what they are. Please refer to the keyboard and joystick sections of this document for the commands available to you while flying. The Omnipod interface used by the *HeliCOPS* presents a standard cockpit no matter what helicopter type you are in. The instrument displays are as follows, with those that are available in the outside view (if **TAB** is pressed) in italics.

Compass

The compass is centered on the top of the screen. It displays the direction that the helicopter is pointing. The precise heading is the reading above the little inverted triangle.

Altimeter

Along the right side of the display is the altimeter. This scrolls up or down as you ascend or descend in height. The measurement units are in meters, with your exact level noted to the left of the rest of the bar.

Ammunition

The left-hand side has four gauges with numerical counters and icons underneath. From left to right, these show how much ammunition you have in your: 100mm's (if your helicopter has them), buzz rockets, devastator missiles, and annihilator missiles. The 20mm's are not shown because they never run out. When one of these weapons is selected, the appropriate graph, count, and picture will highlight to show it is active. The picture will also flash when you fire.

Center Console

To the right of the ammo counts is the center console. At the top of this console are numerical displays of your "X" and "Y" position, and then your speed in meters per second. The values will be green or red depending on whether it is considered positive or negative. This information can be used to mark a particular location for later reference, such as where a weaponry power-up can be found.

The left side of this console contains your health bar graph while across the map from it is your shield bar graph. When full, these graphs indicate that your health or shields are in great shape. The bars will reduce as damage is taken, although the shields will recover over time as long as you are not being hit. If you are severely wounded, a warning klaxon will sound, and the high damage indicator just above the map will light. In the outside view, these two graphs are replaced by two horizontal bars in the upper-left corner of the screen, with the health on top and the shields on the bottom.

Map

The map is the single most important display in the entire cockpit. It will give you an idea of what is around you at all times. Your helicopter is represented by a blue circle in the exact center of the map. Everything else shown is relative

to the direction the helicopter is currently pointing. Thus, if an object is above you in the map, then it is ahead of you.

The boundaries of the stage are represented by a dark gray rectangle which encompasses everything of interest in the area. Your helicopter will not be able to fly outside of this box. However, your enemies may fly outside of the box, where they are immune to your weaponry! Do not waste your shots on them. Instead, wait until they come back into the area and then blast them to the heavens.

Everything else that appears on the map is an object that is important. Its color describes the type of item it is, while its shape represents what altitude it is in relation to the helicopter. An "X" means it is pretty close to your height, while a minus "-" indicates it is below you, and a plus "+" above. The colors are as follows:

Color Object

Orange	Enemies on patrol (not actively engaging you).
Purple	Gun emplacements and other non-moving foes.
Yellow	An enemy's devastator missile. Avoid these! Chaff when they get close.
Red	Either an attacking mobile enemy or a non-friendly annihilator missile. Sometimes you can lose persistent enemies by hugging the ground or getting out of their sight. If they turn from red to orange you have succeeded in shaking them. As for the missiles, chaff when they get near to redirect them.
Green	Power-ups (including weaponry types). Find and collect these to greatly increase your life span.
White	These are the stage objectives for the mission. What you are expected to do with them is explained in the briefing screens.
Blue	Other players in NET mode.

Power-up Slots

Immediately to the right of the center section are four slots. These will contain the icon pictures of any power-ups you have collected that can be stored for later use. Power-up #1 is the upper-left one, #2 is upper-right, #3 is lower-left, and #4 is lower-right. The currently selected power-up will display a

little brighter. If a power-up with a duration is in use right now, a sound is played and the icon for the appropriate power-up (or power-ups - multiple ones can be used simultaneously) glows. When the last long-term power-up is exhausted, a termination sound will play and the icon(s) is removed from the panel. Immediate-use power-ups, such as Munitions and Repair, simply go away when they are activated. In the outside view, the power-ups will be displayed in a row in the bottom-right of the screen, with #1 being the left-most through #4 as you move right.

Note: See the Power-ups section for more information on collecting and using power-ups.

Targeted Helicopter

The final cockpit display is to the right of the power-ups. This screen shows a picture of the current target, or, if no target is selected, is blank. The enemy type will be recognizable from this, allowing you to precisely select just who you want to destroy. The color of the foe is a general indication of its threat level. Green foes are mostly harmless, and their color changes based on their threat to you. Watch out for orange and red! On some stages, information pertinent to the mission objective(s) will be shown here instead.

Success or Failure

If you fail the stage, you may retry the mission if you have any lives remaining. Choose either to TRY AGAIN immediately or return to the MAIN MENU, which is the character selection screen. If you have no lives left you will immediately restart at stage one as if you were a new player.

When you are successful, you move on to the next stage.

Power-ups

Power-ups can be identified within the game as hexagonal spinning objects of assorted colors (green, blue, purple, etc.). They have an icon, (usually similar to what will be displayed in your cockpit power-up area if it is collected) and a text description of what they are. You can carry up to four at one time in the helicopter. Power-ups survive from stage to stage unless the helicopter is destroyed or they are used. Sometimes a power-up will not be accepted on-board—this is probably due to it being ammunition when you are already maxed-out in that particular weapon. If a player has two or more of a type of power-up that lasts for a while and uses them both at once, the effective duration is doubled. Four Invincibilities would be effective for a good long time.

You pick up a power-up by running over it. You must be able to see it right in front of you, then move over it. The

keys used to select the power-ups are A,S,D, and F. They correspond to slots 1-4, respectively. Press the **Spacebar** to use a selected power-up. If you collected a power-up that you do not want to use, press **Del** to jettison the power-up.

Weaponry power-ups are special. They look like spinning gun turrets. When you collect these power-ups, they will increase the on-board weaponry of 20mm's and 100mm's (i.e., more will fire simultaneously) as well as increase the maximum ammunition available for all weapon types. For the Ninja and Spectre, which do not start with 100mm's, the first weaponry power-up will cause this weapon to be added to the helicopter.

There are six unique levels of weaponry. A new helicopter starts at 0 with the default complement of weapons available for that helicopter type. Each weaponry power-up collected will increase overall fire power-up to a maximum of five. At this point, all helicopters deliver 20mm and 100mm death very effectively, with the Ninja still having the "weakest" (relatively speaking) and the Brutus the most overpowering assortment of destruction. Every time a life is lost, one level is subtracted from the weaponry level, making things a bit harder. Seeking out and retrieving all the available weaponry power-ups at the beginning of each stage will make completing it much easier and more enjoyable. Weaponry power-ups show up on your cockpit map as green, just like other power-ups.

The normal power-ups are:



Ammo - One of these exists for each relevant type of weaponry (100mm [Ammo], Buzz Rocket, Devastator and Annihilator). Unless you already have full ammunition for that weapon, they will boost that weapon to its full capacity immediately when collected. They are not stored in the helicopter for future use.



Cloak - This will last for a while once activated. It will hide you from the enemy, causing them to wander about aimlessly as long as it is in use. This provides a nice breather if the action is getting too heavy.



Conflict - When this is used, the enemies will turn on and fight each other with the same tenacity they usually reserve for you. While they are off killing each other, you can be collecting more power-ups or just picking the enemies off while they are distracted. It does not last long.



Extra Life - One life will be added to your current total as soon as this is picked up.



HyperSpeed - This doubles the maximum speed and effective agility of your helicopter, making even the Brutus snappy and responsive. This effect lasts for a good long time before wearing out.



Intensifier - Your weapons (all types) will do TWICE their normal damage if they are fired while this is on. It doesn't hang around long, but the results can be incredibly awesome while it lasts. Try a Smart Bomb when one of these is on in Easy mode within a bunch of enemies.



Invincible - The standard of all weapons will be reloaded and no ammunition will be used while this lasts. Of course, you cannot be hurt at all either. Very good to just blindly wipe-out everything around and you can forget about defending or dodging for a while.



Lock On - This lasts a while. While it is activated, all weapons have PERFECT accuracy with NO lock-on time required. Tons of very smart missiles can be released while it is on to clear an area quickly.



Munitions - Out of ammunition? This will immediately restore all weapons to full capacity when it is used.



Nova Restore - The perfect cure-all. This will be used AUTOMATICALLY if a hit is taken that would kill you, but one of these lying around. It will repair all damage and restock all weapon supplies when it is used.



Rapid Fire - This will temporarily double the firing rate of all weapons. Buzz rockets suddenly become useful while this is on.



Repair - This quick-fix removes all damage from the helicopter when it is activated. It also is used automatically if required, just like the Nova Restore.



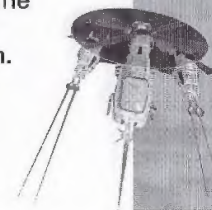
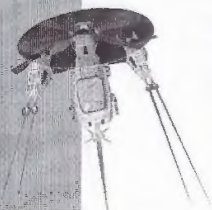
Scrambler - When used, all enemy missiles in-flight will re-target on other enemies. Any new missiles fired for a while will also ignore you and go after other enemies instead. Other weapons are NOT affected. This is great if you are tired of chaffing.



Smart Bomb - The classic area-of-effect weapon. When used, a large amount of damage will be inflicted on all enemies around you, dropping off in effectiveness the farther away they are from the helicopter. The difficulty mode you are playing also affects the base damage done. Easy is quite satisfying, while on Hard, this is normally not too impressive. However, combined with the Intensifier, it can be quite chilling.

Officer Profiles

The HeliCOPS were recruited from a variety of sources, some quite unconventional. Here are the unique individuals, including background information, who compose this team.



Officer Miki Akino



Sex: Female
Age: 18
Height: 167 cm
Weight: 54 kg
Hair: Black
Eyes: Dark Brown
Origin: Japanese
Specialty: Electronics
and Computers

Miki Akino is the daughter of Kanji Akino, inventor of the unique Omnipod designs used by the HeliCOPS. Miki learned to fly a Comanche before she could drive a car. While helping her father develop a revolutionary interface, code-named KRMA, the sentient data-creature known as Tiamat raided the Akinos' compound, killing her father and gravely wounding Miki. She survived through a series of operations that replaced her crippled arms and many internal organs with cyberprosthetics. To fulfill her father's "last wish," Akino became an alpha-level electronics expert, holding a number of patents for technologies.

Officer Michael Knox



Sex: Male
Age: 23
Height: 178 cm
Weight: 74 kg
Hair: Blonde
Eyes: Pale Blue
Origin: Anglo-European
Specialty: Flight
Mechanics

Before joining the HeliCOPS, Michael Knox served as an Interpol agent in the special "Judgment" division with his twin sister Rachel. As a team, they had a near-perfect success rate in operations ranging from surveillance to assassination. Rumors of a psychic bond between them made them legends in Special Ops. But for reasons still unknown, Rachel betrayed the organization, becoming a double agent for Nemesys. Once she was revealed as a spy, Michael and an Interpol "sweeper" unit moved in to capture her. Rachel died while trying to escape, though her body was never found. Her defection cast a shadow on Michael, who soon resigned from active service.

Officer Shin Otowa



Sex: Male
Age: 19
Height: 154 cm
Weight: 45 kg
Hair: Waist-length
Blonde
Eyes: Dark Brown
Origin: Japanese
Specialty: Martial Arts

Officer Otowa is the son of Takamura Otowa and his wife Inada, once a dancer in the world-famous NeoTokyo Ballet. Early on, Shin chose a path of study in traditional dance and martial arts, eventually earning a master title in the World Martial Arts Championship. However, Shin's life was shattered when his father was imprisoned for murder, a charge Shin believes was a frame-up by the ruthless profiteer Viktor Shrek. The publicity following the scandal caused his mother to flee NeoTokyo in disgrace. Shin became a law enforcement officer to help vindicate his father and restore his family's honor.

Officer Jackie Ramirez



Sex: Female
Age: 23
Height: 173 cm
Weight: 63 kg
Hair: Auburn
Eyes: Hazel Green
Origin: Cuban
Specialty: Jack-Of-All-
Trades

Jackie Ramirez is the daughter of Cuban arms dealer Esteban Ramirez, but she rejected her father's trade and became a law officer instead. As the HeliCOPS' anti-terrorism expert, she uses the skills gained from her family's "business" for the cause of justice. Jackie was unaware of her father's criminal activities until she was 17, when she fell in love with one of her father's young agents, a boy named Yaku. Insanely protective, Esteban Ramirez had the boy banished. Jackie suspected that her love had been killed. She left her father, never to return, vowing to bring him and his kind to justice.

Officer "Mad" Larry Washington



Sex:	Male
Age:	25
Height:	195 cm
Weight:	98 kg
Hair:	Black
Eyes:	Dark Brown
Origin:	American
Specialty:	Weapons and Mechanics

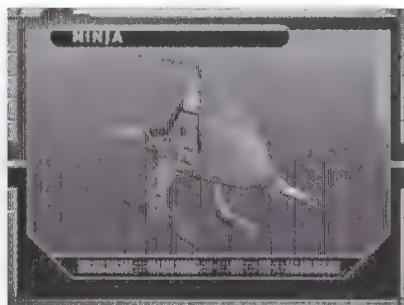
Officer Washington has been a pilot since his teenage years "barnstorming" with his family's vintage "flying circus." At age nineteen he joined the Navy, quickly becoming a Top Gun pilot and instructor. He is a decorated veteran of the Gulf War III. In the much-publicized Balkan Incident, during a covert mission led by the U.N.'s General Obliv, Washington's squadron was trapped behind enemy lines and was thought to have been destroyed. Washington emerged from deep cover nearly two years later, the only one to have survived the ordeal. By then, the U.N. had disbanded, and General Obliv had formed his army of mercenaries.

Helicopter Specifications

The vehicles available for the HeliCOPS' use attempt to cover every pilot's preferences. From the agile but weak Ninja to the crawling behemoth that is the Brutus, tradeoffs between speed, agility, toughness, and firepower have been crafted into the helicopter designs. The machines themselves are briefly described below. They start with the faster but less buff versions, through those which attempt to combine a little of all the advantages up to the head-on, direct assault powerhouses. Proper matching of pilot to craft will significantly increase the chance of success while flying missions.

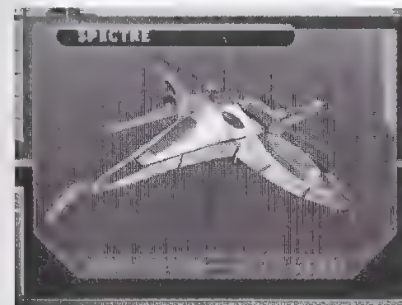
NINJA

The ultimate personal flier, this tiny craft can outpace and outmaneuver any existing manned helicopter. While lightly armored with few weapon options (100mm's are not even available until the first weaponry power-up), it can squeeze into defensible areas and



strategically snipe at tougher foes. Considering its great speed and agility, this is the recommended vehicle for Hard mode, where patience and tactics come into play. Its shields replenish faster than any other helicopter's.

SPECTRE

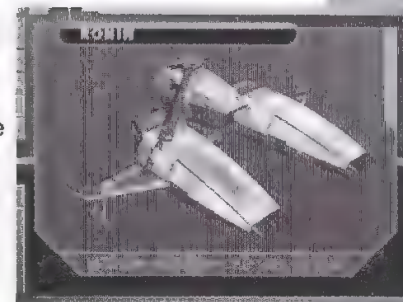


Although it lacks heavy armor and weapons (like the Ninja, 100mm's are not initially equipped), it is reasonably fast and nimble. Its large size limits its mobility, but the triple 20mm's available from the start help compensate for this and allow it to take a good bit more punishment than the

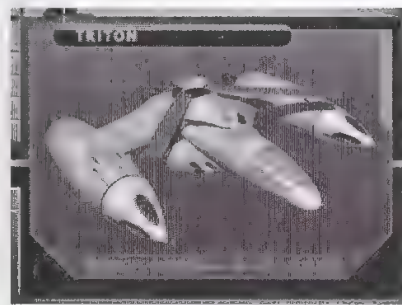
Ninja. Its shields recharge quickly.

RONIN

This represents a nice balance between durability and maneuvering. This helicopter has a good complement of weapons available immediately and can take a good deal of abuse with an average shield recharge rate. It can also fit into surprisingly small areas, making it an ideal choice for those pilots who prefer overall flexibility in their vehicles. It is considered the general purpose HeliCOPS vehicle as it is able to meet most mission requirements fresh from the factory.



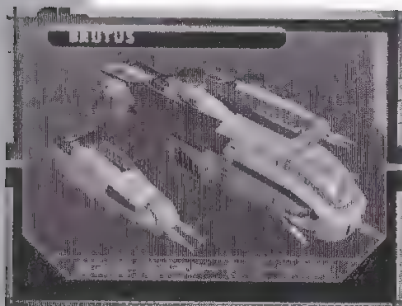
TRITON



Another step up the ladder, this helicopter is built for taking massive amounts of damage while dealing out a hefty helping of its own. It is not unreasonably slow or unwieldy, so it is the best choice for beginning pilots on Easy or Medium mode. Once fully powered, it is second

only to the Brutus in firepower. Its shields do not recharge very fast, which reflects the large amount of armor available to absorb hits instead.

BRUTUS



The big guy. This dreadnought is intended for full-on assault without much regard to dodging. It can take the greatest amount of punishment of all the helicopters and starts with the most firepower (expandable to ridiculous amounts). Unfortunately, it is also the slowest and clumsiest. Pilots who prefer to just wade in and duke it out head-to-head will love the Brutus (except on Hard!). The shields will eventually regenerate but the speed at which they

do so is the slowest of all the vehicles.

Enemy Profiles

The people and things that Giger depends on to help sow terror and establish his power have themselves carved distinct niches in the underworld. Information from their Interpol files is scant, but what is known about them has been detailed below.

General Oblix



Sex: Male
Age: 45
Height: 165 cm
Weight: 82 kg
Hair: Gray (Balding)
Eyes: Dark Blue
Origin: American

Following the disbanding of the United Nations, the militant General Oblix found himself without a cause or a mission. Years of peace proved unendurable to him and drove him to form a mercenary brigade in the Middle East. Within a few years, Oblix's "Death Brigade" was feared throughout the world. His alliance with Nemesys reflects his desire to claim a more permanent base of operations, a desire which places NeoTokyo in peril.

Last in a line of military men dating back to Valley Forge, Oblix is the youngest general ever promoted to a United Nations command. After impressive successes in the Second Persian Gulf War he assumed control of the UN Balkan Task Force. When chaotic world politics doomed the mission, the United Nations soon collapsed. With support from

international arms merchants, he formed a free mercenary company called the KillCorps to indulge his lust for destruction. In recent years, the KillCorps executed coups on four continents. It is considered the most formidable private army on the planet.

Viktor Shrek



Sex: Male
Age: 32
Height: 173 cm
Weight: 72 kg
Hair: Dark Brown (w/ Gray)
Eyes: Light Brown
Origin: Russian

Clawing his way through the maelstrom of post-Soviet capitalism, Viktor Shrek, CEO of SIN (Shrek International Network), represents the ultimate opportunist. Highly respected and gifted with an almost hypnotic ability to engender trust, Shrek has amassed a global empire in munitions and cybertechnology. However, the true power he seeks—social engineering on a large scale—has thus far eluded him. He sees NeoTokyo as the beachhead for a new capitalist frontier under his command. His greed knows no bounds, as does his desire to see the world in a perfect form of his own devising, free from "petty human strivings."

As a young man in his hometown of Kiev, Viktor Shrek became the most highly respected businessman in a place where respect is historically granted only to those who instill fear. His power base enabled him to force political compromise in Russia where he is widely believed to be the true power behind the current Moscow Politbureau. Shrek International Networks has recently sought expansion into new markets with a dynamic line of security services and technologies field-tested during the recent civil unrest in his own country.

Reiko



Sex: Female
Age: Unknown
Height: 165 cm
Weight: 50 kg
Hair: Black
Eyes: Green
Origin: Unknown



The leader of a shadowy religious cult, Reiko possesses a mesmerizing ability to sway people to her will. She has been able to brainwash thousands into believing that she is a living goddess with the power to save them from the "doom that will swallow the world." Reiko uses the fanatical devotion of her followers to expand her global influence and self-glorification, while filling her coffers with the "donations" and the sale of illegal drugs and arms to international crime syndicates. Members of her cult, the paramilitary Crimson Covenant, would eagerly die for her beliefs and the promotion of the cult's illicit industries.

Reiko is stunningly beautiful, but her countenance masks an inner cruelty. Little is known of Reiko before her first appearance on a pirate satellite broadcast a few years ago. Her followers believe Her Glory (so she is called) to be a living goddess—the embodiment of salvation from the horrors of the Judgment. However, despite her hypnotic beauty and almost supernatural powers of persuasion, Reiko is far from benevolent. In fact, the Covenant manufactures and distributes the deadly drug Anaberin (known on the street as "Shatter") to Nemesys-backed gangs in NeoTokyo and elsewhere. The cult's paramilitary might and fanatical devotion make Reiko a law unto herself.

Tiamat



Sex:	N/A
Age:	N/A
Height:	N/A
Weight:	N/A
Hair:	N/A
Eyes:	N/A
Origin:	N/A

Tiamat is a creature of ones and zeros, the result of an artificial intelligence experiment gone horribly wrong. It is an almost demonic persona that craves knowledge, power, and self-preservation to the exclusion of all else.

Some years ago, the Millennium Institute, a prestigious American "think tank," was commissioned by a coalition of unnamed multinational corporations to do research and development for the first truly sentient artificial intelligence program. In their enthusiasm for innovation, the research team overlooked the typical containment protocols that would keep such a being in check—or did they? Rumor has it that Maxwell Giger himself lurks as a key somewhere in the background of Tiamat's creation, and the word on the street is that

only he holds the key to control the electronic beast. By the time the scientists realized they had neglected to integrate any kind of ethical or moral constructs into their creation, it was far too late. Tiamat—the "digital demon"—was born. The mysterious violent deaths of the designers prompted an investigation, resulting in the destruction of the computer in which Tiamat had gestated. Unfortunately, Tiamat had already escaped into cyberspace and now exists as a kind of intelligent, malignant virus within the world's computer network. The soulless Tiamat has turned with vengeance on the race that created it and seeks new ways to dominate and control humankind through technology.

Yaku



Sex:	Male
Age:	24
Height:	177 cm
Weight:	77 kg
Hair:	Black
Eyes:	Brown
Origin:	Japanese

Yaku shares much in common with Maxwell Giger. His ambition, ruthlessness and skill have gained him a much-feared and respected position in the local crime scene. The primary distributor of the mind-numbing drugs supplied by the "Reiko" Cult, he has trapped entire areas of the city in a cycle of drug dependency. Yaku's vast drug distribution network keeps him a step ahead of rival gangs as well as the authorities.

Son of the shogun of one of Japan's most powerful Yakuza clans, Yaku was groomed from an early age to follow his father into the world of "legitimate" rackets like extortion, prostitution, and gambling. He received an excellent education, traveled the world, and learned the dark skills needed for his ascendancy. But something in him rebelled. When he finally returned to NeoTokyo, it was in defiance of his father. Yaku embraced crime ó but not the traditional "clean" trades of his ancestors. Through ruthlessness and brutality, he built a vast empire on the mind-numbing, soul-killing drug known as Shatter. Like a cancer in the heart of the city, Yaku's gang, the DedBoyz, has grown exponentially in recent years. Even rival gangs grow desperate in their fight for survival against his growing power.

The sinister mastermind behind these criminals certainly deserves mention:

Maxwell Giger



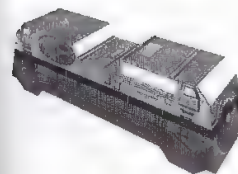
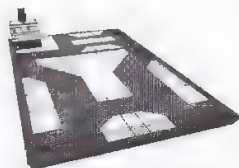
Sex: Male
Age: 37
Height: 193 cm
Weight: 105 kg
Hair: Light Brown
Eyes: Light Brown
Origin: Eastern European

Maxwell Giger, head of Nemesys, is of European-Anglican descent with the demeanor of a Roman emperor. Having risen to the throne of the world's largest crime syndicate, he prepares to embark on an even grander scheme—world conquest—with NeoTokyo as the first step. Methodical and extremely intelligent, Giger is a natural leader adept at manipulating others to carry out his wishes (whether they realize it or not).

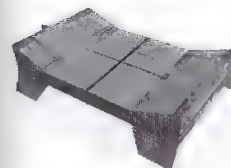
Giger has successfully managed to obscure any hard facts about his early years. He first appears in Interpol records as a soldier for the Cortovese Syndicate of New York. After a brief apprenticeship with the families, he reportedly engineered a hostile takeover of the Syndicate for his new employers, the Mavrides Cartel of Columbia. From the Cartel, Giger's rise was meteoric. His reputation of striking down rivals without warning gained him fearful respect and power among the Syndicates. Even with these significant "achievements" under his belt, it was his vision of a new kind of organized crime that compelled him to orchestrate a series of assassinations. These murders placed him charge of enterprises ranging from drug smuggling to extortion to gambling and murder-for-hire. He consolidated his operations under the name "Nemesys," creating the first multinational corporation devoted solely to crime.

Enemy Vehicles

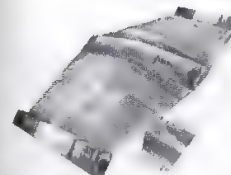
The Barge is a slow-moving, all-purpose delivery vehicle for cargo and personnel. It can be outfitted with a variety of defensive weapons from tanks to anti-aircraft guns.



The armored Battle Train supplies the locomotion for heavy freight needs in the Fuji Caves. It is sometimes used as a "sentry" unit for patrolling the caves.



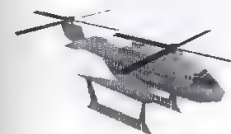
The Battle Train Car is pulled behind the Battle Train engine and is the transport unit for drugs and supplies. A number of different weapons and objects may be mounted on it.



The Combat Drone is an unmanned defensive unit that is used primarily in tight or dangerous spaces, such as the Mt. Fuji Caves or the NeoTokyo Tower tunnels.



The Combat Submarine is a formidable opponent, essentially a "pop-up" weapons platform. The vehicle's greatest destructive power is on the surface. When surfaced, the Devastator "torpedoes" can be fired because the ports pop up above the water line.

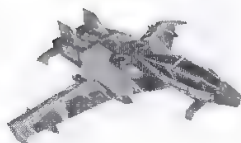


While not a main attack vehicle, the Troop Transport Helicopter is still a dangerous opponent. Its primary objective is to deliver vehicles and weapons from point-to-point, and will not directly engage an officer unless provoked.

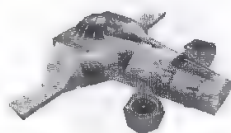


Gun Boats are fast, elusive hit-and-run attack support vehicles. They are highly maneuverable and can nimbly dodge incoming attacks.

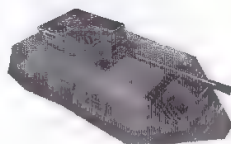
HoverJets are deadly primary attack vehicles that serve as air support for ground vehicles and troops. If a HeliCOPS vehicle manages to escape the HoverJet's sensors or visual range, the HoverJet will shadow the nearest available ground vehicles to provide air cover.



The HoverTank is a formidable, heavily armored attack vehicle. Like its namesake, it is especially brutal in a frontal assault, though its sluggish cornering forces it to plan movements carefully. It has relatively slow stopping and turn speed, but its excellent weaponry more than compensates.



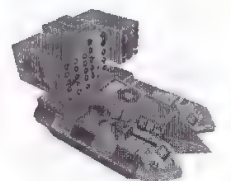
The Main Battle Tank relies on superior firepower and targeting turret to take out opponents. The Main Battle Tank has relatively slow stopping and turn speed, but is extremely dangerous in a head-on confrontation.



The Mega Jet is an unarmed, all-purpose cargo vehicle, used primarily for movement of troops, equipment, and weapons.



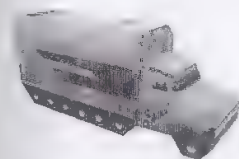
The Missile Tank relies on superior weaponry and can be devastating in a firefight. Like the Main Battle Tank, the Missile Tank has relatively slow stopping and turn speed, but is far too dangerous to be taken lightly.



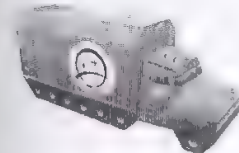
The Personal Patrol Helicopters are small, highly maneuverable vehicles that attack in swarms, like hornets. They are similar to the Ninja in basic flight attributes.



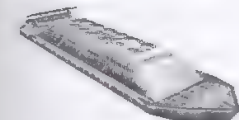
The Sky Base is an airborne fortress, slow but heavily fortified and deadly as a killer whale. A squadron of HoverJets, as well as Personal Patrol helicopters, can be launched from the SkyBase. It has cloaking capabilities but is detectable by accidental hits that cause it to "flash" momentarily.



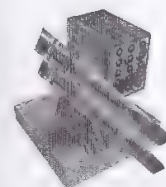
The Cargo Truck is a general-purpose delivery vehicle, used for "undercover" work, transport, and delivery.



The DedBoyz Truck is the primary multi-purpose vehicle used by Yaku's DedBoyz.



The Super Tanker is the largest vessel of its kind. Used for petroleum and chemical transport to every part of the world.



Defensive Units are general anti-aircraft gun and rocket emplacements. They appear in a variety of multiple-gun and missile-launching configurations.



A basic multi-purpose defensive unit.



Mission Briefings

ASSAULT ON NEOTOKYO

Shipyard Search

Retrieve the InfoPods from the Yutaro Shipyards' buildings to unlock General Oblix's coded battle plans.

HeliCOPS intercepted a transmission revealing that General Oblix plans to launch an all-out assault on NeoTokyo through a linked network at the Yutaro Shipyards. Hidden in the shipyard buildings are a number of InfoPods, remote computer databases for the General's communication network. By combining the computer codes contained in the InfoPods, you can discover General Oblix's assault plan. Run into the InfoPods, which resemble very large power-ups with satellite dishes on them, in order to collect them.



SuperBridge Shakedown

Stop General Oblix's KillCorps from advancing to Haneda Airport via the SuperBridge.

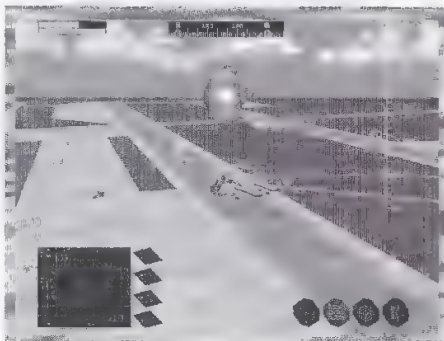
By completing the link and cracking the codes of General Oblix's battle plan, you discover that an attack has been launched on the SuperBridge leading to Haneda Airport. This is a vital link in General Oblix's takeover plan. If the SuperBridge is not quickly liberated from the General's iron hand, NeoTokyo will be virtually cut off. You

must handle the KillCorp's hoverjets while making sure no tanks reach the end of the bridge.

Crisis at Haneda

Stop all the troop transport helicopters.

General Oblix's air assault on the Haneda Airport is already in progress.

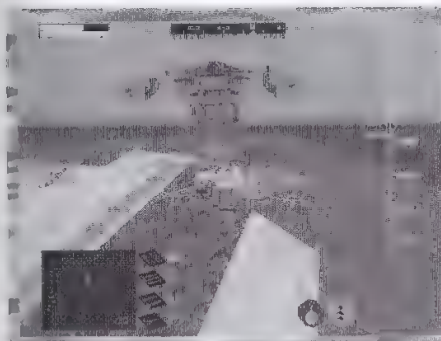


Troop Transport Helicopters are making a steady stream of weapons and personnel drops all around the airport. The enemy base is about 50 percent operational. Haneda is defended from the ground by Battle Tanks and artillery units. Destroy all the Troop Transport Helicopters to secure the airport.

SkyBase Showdown

Find General Oblix's operations center SkyBase and destroy it.

General Oblix plays his trump card—the overwhelmingly powerful SkyBase hovering in stealth mode high over Haneda Airport. Even though the SkyBase's superior cloaking abilities



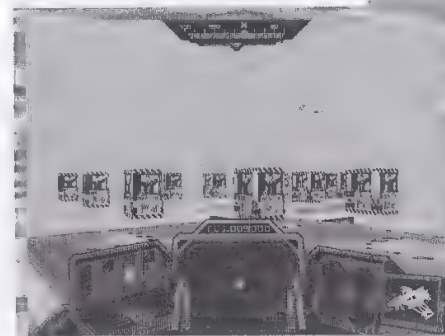
render it totally invisible at first, you can detect its presence by the "flash" that occurs when the fortress is struck by HeliCOPS gunfire. You must engage a swarm of enemy HoverJets and Personal Patrol Helicopters to successfully reach and destroy the SkyBase.

CORRUPTION

Terror in Shinjuku

Rescue wounded victims of Viktor Shrek's terrorist bombing from the twin helipads of the Shinjuku Metropolitan Government Office Building and deliver them safely to the hospital.

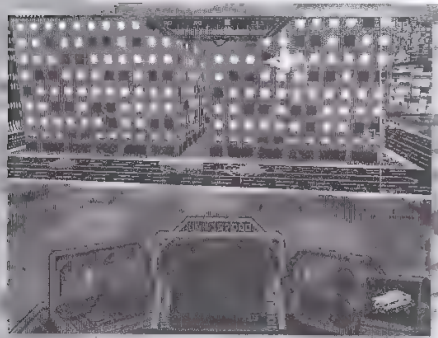
Viktor Shrek's treacherous acts have left a number of wounded citizens stranded high atop the twin towers of Shinjuku's Metropolitan Government Office Building. While combating Shrek's air and ground troops, you must rescue the civilians by carefully hovering within a "pick-up" radius of the skyscraper tops and then safely bring the victims to the helipad of the Kaneko Medical Center on the outskirts of the city. Each helicopter has a different passenger payload.



Mine Sweeper

Remove bombs from the underside of Shinjuku's SuperSkyWay and deposit them safely in the HeliCOPS Bomb Disposal Unit.

While the helpless citizens of Shinjuku have been scrambling for cover from the invaders, Viktor Shrek has been fortifying his positions in the heart of the city. The evil U.N.I.C.O.P.S. have placed a series of explosives under the elevated SuperSkyWay bisecting downtown Shinjuku, threatening to stop any military ground rescue effort dead in its tracks. Fly to each bomb and run into it to pick it up. As soon as they are retrieved by the helicopter, the bombs will automatically arm themselves. This leaves a limited amount of time to carry the bomb (only one can be taken at a time) to the Bomb Disposal Unit. Set down on the top of the disposal building to drop the bomb off and stop the countdown. If it takes too long to return to the building, the bomb will explode and destroy the helicopter. Once all bombs are safely stowed away, the stage is a success.



them. Locate and disable all

Day of Reckoning

Stop Viktor Shrek himself from recovering the gold and escaping Shinjuku.



Blood Money

Stop Viktor Shrek's forces from ransacking Shinjuku's gold supply.

The true picture of Viktor Shrek's plans begins to emerge. While the HeliCOPS have been distracted with bomb disposal, the invaders have quickly entered the city with Armored Transport Vehicles. These huge rolling "bank vaults" are capable of extracting every bar of gold from the city's coffers, and their escorts will demolish anyone who tries to stop of the ATV's to foil Shrek.



Viktor Shrek refuses to surrender. Three massive HoverTanks and other support vehicles have moved into downtown Shinjuku to recover the gold trapped in the disabled Armored Transport Vehicles. The contents of the three heavily armed HoverTanks are as follows:

HoverTank #1 - is carrying the gold bullion recovered from the crippled Transports.

HoverTank #2 - is in full attack mode to distract you from recovering the gold.

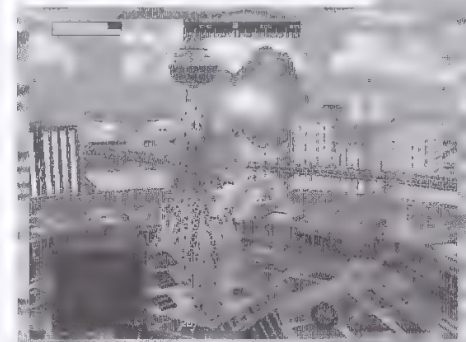
HoverTank #3 - is a command vehicle containing Viktor Shrek himself!

DATA SPACE DEMON

Tower Attack

Interrupt the power from four of eight power relays long enough to enter the gate into NeoTokyo Tower.

The HeliCOPS need to disable four of the eight power relays to gain entrance to the underground levels of NeoTokyo Tower and delete Tiamat. The relays are heavily guarded and take several shots before they shut down. They WILL eventually repair themselves and come back on-line, so four must be taken out in rapid sequence to actually open the entrance.



Under the Tower

Pilot through the maze of Power Conduits under NeoTokyo Tower. Locate and enter the Master I/O port at the top of the Tower to enter the CyberScape.

The HeliCOPS have decided to make a desperate attempt to outflank Tiamat by attacking from within the

computer network itself. Below NeoTokyo Tower is a series of maintenance conduits that may hold the key to victory. Located somewhere in one of the four power conduits (entered through four openings beneath NeoTokyo Tower) is a channel that leads to the Master I/O port for uploading data beamed by satellite gamma-link from computers throughout the world. Only one way leads to the Tower Interface. An experimental beta-program loaded into the HeliCOPS onboard computer allows you to actually link with the computer core to do battle with Tiamat "face-to-face" in the next stage.



CyberScape

Destroy the Tiamat virus by shutting down the power to the central computer and release NeoTokyo's communications.

You have docked with the Master I/O port and hacked into the CyberScape. This interface allows your vehicle to act as a "dataspace simulator."

Tiamat, realizing that his attempt to control NeoTokyo's communications through the computer core is in jeopardy, is acting as a deadly computer virus to infect the core circuit-by-circuit. Your helicopters have been equipped with a special energy pulse weapon for disabling Tiamat's power source.



BLOOD OF THE MOUNTAIN

The Blue Enigma

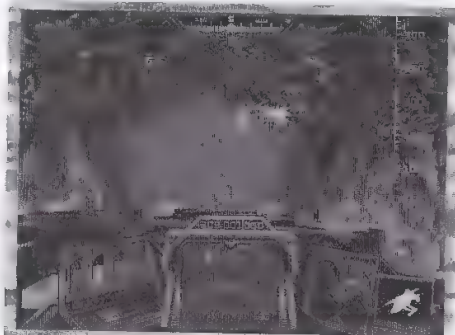
Capture the Blue Enigma in the Water Tunnels to gain entrance to the second-stage Fire Tunnels.

You start in an airshaft inside Mt. Fuji. You must descend into the open access tunnels protected primarily by Defensive Units, Combat Drones, and Battle Tanks. HeliCOPS agents have smuggled a "key" power-up containing the coordinates of the Blue Enigma into the Water Tunnels, so named for the Water Quarry

containment reservoir that supplies Reiko's operations. You must first intercept the key to locate the Enigma. Using the coordinates, you must then find the site where the Blue Enigma is kept. Capture of the Blue Enigma reveals a hidden entrance to the Fire Tunnel in the next level.

Fire in The Darkness

Capture the Red Enigma in the Fire Tunnels to gain entrance to the third-stage Earth Tunnels.



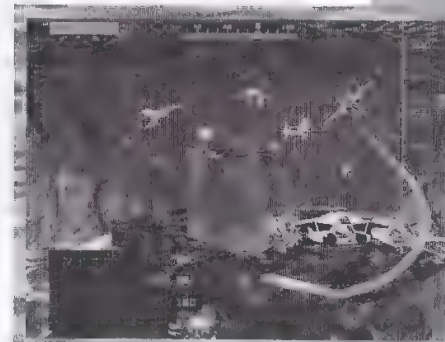
After gaining entrance to the Fire Tunnels, you must navigate through a maze of lava flows and wall-mounted defensive units to capture the Red Enigma. The Fire Tunnels are divided into two sections, separated by an impenetrable fire shield door designed to keep the lava from spreading in an emergency. The second section is only accessible after the door control generator is destroyed. You must find the generator, remove it, then backtrack to find the door leading to the second section. The resting place of the second Enigma is protected by combat drones.

The Hunt for The Black Enigma

Pursue the battle train carrying the Black Enigma through the Earth Tunnels and capture it to gain entrance to Mt. Fuji's central core.

A third touchstone, the Black Enigma, is the final link to gain entrance to Mt. Fuji's core. The Crimson Covenant, shaken by the capture of the first two Enigmas, has removed the final Enigma from its temple alcove and placed it on a speeding battle train.

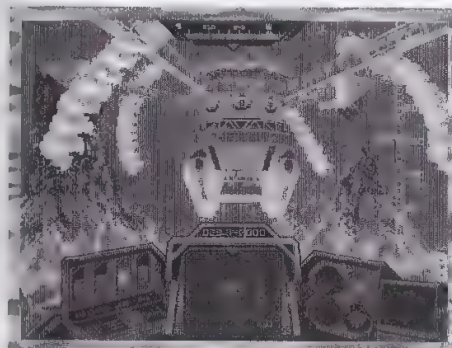
You must retrieve the mobile Black Enigma while chasing the battle train through the caves and evading enemy fire.



Journey To The Center Of Mt. Fuji
Paralyze Reiko's Crimson Covenant operations and restore power to NeoTokyo by destroying the GeoShunt inside Mt. Fuji's core chamber.

Capturing the three enigmas has gained you an entrance to the very heart of Mt. Fuji. The huge central core is filled

with combat drones protecting Reiko, like a swarm of bees guarding their Queen. The floor of the chamber is a dangerously volatile lava pool, capable of exploding a vehicle's weapons and fuel tanks if it gets too close. The center of the GeoShunt fires deadly plasma blasts as well. You must evade the enemy forces and destroy the GeoShunt one support arm at a time to send it, and Reiko, crashing into the lava below.

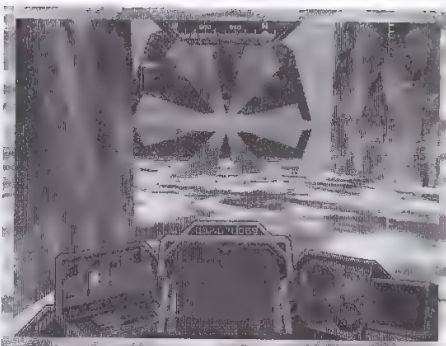


Escape From Hell

Escape the steadily rising lava flow and reach safety before it is too late.

The GeoShunt is destroyed and Reiko's operations have been ruined, but your efforts may have been a suicide mission. With the GeoShunt demolished, the lava flow is no longer contained and the deadly molten mass is quickly rising, filling the central core. In a game of "beat the clock," you must figure out how to reach safety through a maze of airshafts before lava fills Mt. Fuji. There are at least four possible paths out of the mountain, but only one is short enough to allow you to escape in time.

CROSSFIRE



In The Arena

Destroy a shipment of Shatter and battle any of Yaku's troops in the Ryogoku Sports Complex.

You are inside the Ryogoku Sports Complex and must destroy a shipment of Shatter that sits inside the stadium. You must also find the dome control and destroy it to escape the Stadium.

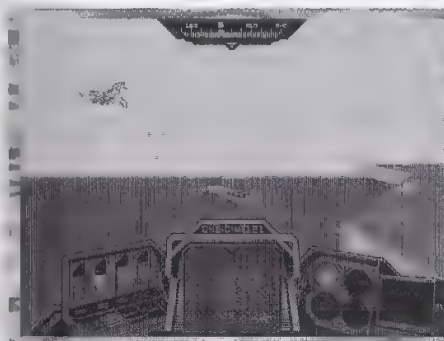


Bridge War

Intercept and destroy six DedBoyz delivery trucks before they reach the Towers Apartment Complex and thus retrieve the coordinates of Yaku's secret hideaway.

Yaku ordered a squad of DedBoyz in delivery trucks to leave the city with money, drugs, ammunition, and (most importantly) secret documents detailing his own location.

The trucks are all heading at breakneck speed toward the five bridges with their ultimate destination being the Towers Apartment Complex beyond. The Towers Apartment Complex is the largest housing complex in NeoTokyo, home to thousands of citizens. If even a single truck escapes, Yaku will be free to continue terrorizing the good people of the city. Only the annihilation of all the DedBoyz will ensure his capture.



Deadly Surprise

Destroy the SuperTanker, which is carrying the largest shipment of Shatter Yaku has ever attempted to smuggle into NeoTokyo.

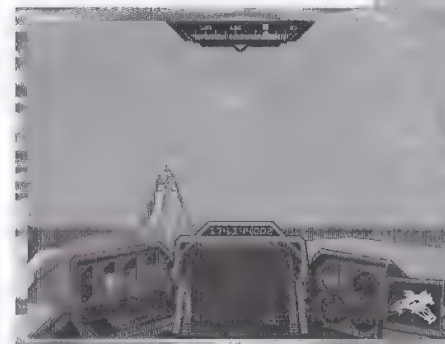
Finally having captured the coordinates for Yaku's drug shipment, you must launch an attack on the gigantic SuperTanker arriving to off-load a billion-dollar shipment of Shatter. Even though huge in scale and heavily defended, the SuperTanker is slow-moving and easily subdued. The HeliCOPS have a chance to release Yaku's grip over the Asakusa region and put an end to the flow of Shatter into NeoTokyo.

NEMESYS

Devil's Island

Destroy the defenses on the four Satellite Islands to lower the force shield on Giger's Island.

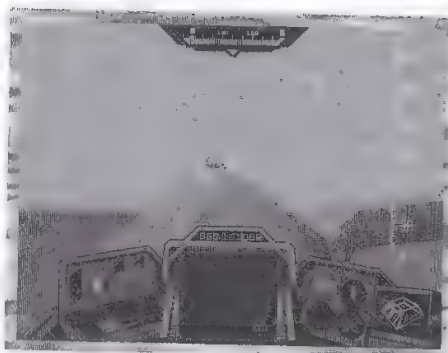
Before Nemesys and Maxwell Giger can be destroyed, you must first neutralize the security shield generated by the four satellite island outposts. Missile batteries and artillery defend air approaches to the main island, while the formidable Combat Submarine thwarts access by sea. You must destroy all four force shield generators (they are on top of the island towers) and the sub to safely gain access to the island.



The Omega Dome

Penetrate Giger's Island defenses and gain entrance to the Omega Dome, the evil heart of Giger's Nemesys organization.

The perimeter islands were just a warm-up. Giger's Island is ringed with eight defensive towers that can saturate the area with anti-aircraft fire. You must negotiate the deadly circle to crack the island's central core, the Omega Dome. The Omega Dome is the laboratory where Giger's most twisted tools of destruction are created. All eight Defensive Towers must be destroyed to finally cripple all of Giger's defenses and guarantee safe passage into the Dome and the final confrontation.



Heart of Darkness

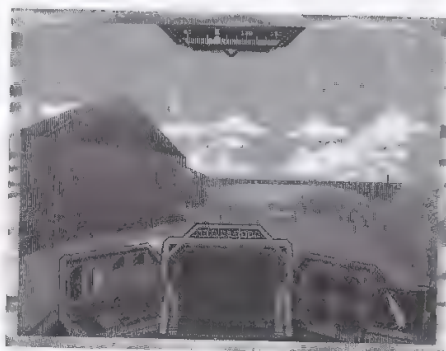
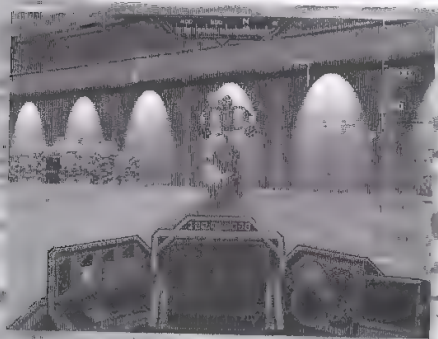
Engage and destroy Maxwell Giger's enormous GigerMech deep inside the Omega Dome.

Giger has been busy while the HeliCOPS have been systematically destroying his plan for ruling NeoTokyo. He is waiting for you in his latest creation of pure mechanical evil—the GigerMech. The GigerMech is deceptively fast for its size and its firepower is overwhelming. It is the toughest challenge you have faced

up to this point. The GigerMech must be destroyed piece by piece, a limb, or weapon at a time. Maxwell Giger is housed in the head unit next to the targeting pod.

Nuclear Nightmare

Intercept and prevent Giger's nuclear missile attack from destroying NeoTokyo.



It is quickly discovered that Giger was wet-wired with a biometric transfer circuit linked to the specific rhythm of his heart. When Giger's heart stopped beating with the destruction of the GigerMech, the circuit was triggered. Instantly, the launch code sequence was sent to a battery of nuclear ballistic missiles aimed at the heart of NeoTokyo. Each missile must be destroyed before it gets too high to hit, or NeoTokyo will be vaporized.

Troubleshooting

If you have difficulty installing or running *HeliCOPS*, please read the section below before calling our Technical Support phone line. (See the Technical Support section for more information.) By checking the few items listed below, you may be able to solve any difficulty you are having on your own.

Problem: I've installed *HeliCOPS*, but the program will not run.

Solution: You may need to acquire updated drivers for your sound card or your graphics card. Microsoft's DirectX requires the latest drivers for sound and graphics. If you continue to have problems, you may want to contact Microsoft for help with DirectX. The web address is www.microsoft.com.

Problem: The game will not run.

Solution: A possible cause is that your video card does not switch resolution modes on the fly. If your resolution is set to anything other than 640x480, the game automatically switches resolution. Some cards do not support this. If this is the case, you will need to manually change your resolution setting to 640x480 with 256 colors. Please contact the video card manufacturer for further assistance.

Credits

7th Level, Inc

Technology Edutainment Network Laboratory Co., Ltd.

TOEI Animation Co., Ltd.

Paragon Visual Systems, Inc.

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Tutomoto Tomari
Robert Kyanko

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Robert Kyanko

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Karim Miteff

Producers

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Hatsune Kikuta
Loyd Boldman

Associate Producer

John-Erik Moseler

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Takaayi Yamashita



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Mitsuki Nakamura
Tomoaki Okada

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Koji Sekiguchi

Assistant Producers

Nobutoshi Kojima
Takashi Sasaki

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Michael Mounier
Robert Kyanko

Supervising Programmer

Jason Short

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Arthur Johnson, Jr.
Kevin Bruner
James Stone

Artificial Intelligence

Kevin Bruner
Jason Short

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David Goerndt

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John-Erik Moseler
David Berry

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Richard Hurrey

Avi Animators

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Yukiko Hirokawa

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Yukiko Hirokawa
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Paul Flamm
David Berry

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Scott Ahten
Joanna Gerber
Paul Flamm
David Berry

Avi Special Effects

Richard Hurrey

3D Level of Detail Modeling

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David Berry

Sound & Music

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"Little Big Sound"
Loyd Boldman

Production Coordinator

Karen Giannone

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Joanna Gerber
Erik Ratliff
Hatsune Kikuta
Naota Nakaya
Pino Burns, III
Kevin Bruner
Arthur Johnson, Jr.
Michael Mounier
James Stone
David Berry
Michael Colon

In association with 7th Level, Inc.

MK Company

Stage 22 Imaging, Inc.

Producer, 7th Level

Michael Colon

Director of QA

Jason Greenwood

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Testers

Michelle Bagur
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Product Marketing Manager

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Package Design

Hogan Design

Documentation

Shannon Krakosky
Delia Sweazea

Marketing Writer

Jenny Taylor

7th LEVEL

BOT-JACKING, WHAT THE *@#! IS THE WORLD COMING TO?

...state of the art. -PC MAGAZINE

...kick-ass first person
mech gameplay. -PC GAMES

...literally stomping out
the competition. -CNET.COM

...action-packed... -PC GAMER ONLINE

...intriguing new gameplay
concepts. -CNET.COM

G-NOME upsets the balance of power on the 3D battlefield. Has your vehicle taken a pounding? No problem, steal another. On this world, nothing's sacred — so watch your back. You could be yanked from your killing machine in a heartbeat. Just run like hell, jack yourself another 'bot, then rip into anything that moves.

G-NOME: where man does not live and die by one 'bot alone.



Uses MMX™ Technology



G-NOME

Download the demo @ www.7thlevel.com

THINK GAMES.

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70471

FLYING THE HELICOPTER

- ← Rolls the helicopter left.
- Rolls the helicopter right.
- ↑ Moves the helicopter forward.
- ↓ Moves the helicopter backwards.
- Z Turns the tail rotor left, spinning you to the left quickly.
- X Turn the tail rotor right, spinning you to the right quickly.
- Shift While holding this key down, press the up or down arrow to pitch you in place up to 90 degrees.
- Alt While holding this key down, press the left or right arrow to slide the helicopter in that direction without changing which way it is facing.

Use the numeric keypad for the following:

- Gains altitude.
- + Drops altitude.

Use the main keyboard numbers for the following:

- 5 Decreases the altitude at which the helicopter is flying.
- 6 Increases the altitude at which the helicopter is flying.

COCKPIT VIEW

To alter the view (use main keyboard numbers, but a joystick hat will take precedence over keys 1-4):

- 1 Shows the forward (cockpit) view from inside the helicopter. The instruments are visible here.
- 2 Looks left out of the cockpit.
- 3 Looks right out of the cockpit.
- 4 Looks directly behind the helicopter. Nice for watching enemy missiles chase your chaff or to see if anyone is on your tail.
- 8 Shows the stationary view facing the front of the helicopter.
- 9 Shows the stationary view facing the back of the helicopter.

To control the "swagger" in views 8 & 9:

- [Tightens the camera view (less wobble).
-] Loosens the camera view (more helicopter movement visible).
- 7 View from the outside of the helicopter. This has a great deal of options and flexibility in camera movement (explained below), which can get quite confusing. We recommend just trying the various possibilities until you achieve a position you like (right underneath the helicopter looking where it is going is a nice one).

To move the camera (use the numeric keypad):

- 4 Circles the camera clockwise around the helicopter.
- 6 Circles the camera counterclockwise around the helicopter.

- 8 Rotates the camera, looping above the helicopter.
- 2 Rotates the camera, going underneath the helicopter.
- 5 Changes the direction in which the camera faces. Initially, it is set to face forward (the direction in which the helicopter is facing). Pressing the key again reverts back.
- 7 Moves the camera closer to the helicopter, although it will never go completely through it.
- 9 Moves the camera farther from the helicopter.
- Changes the direction of the camera to the opposite of where the helicopter is facing. Press this key again to look ahead once more.
- 0 Unlocks the camera so it can pitch up or down. Pressing it again locks the camera.
- 1 Pitches the unlocked camera lower (look down).
- 3 Pitches the unlocked camera higher (look up).

WEAPONS

- T Chooses the main guns, 20mm's, which have unlimited ammunition.
- Q Selects 100mm guns (if available).
- W Arms buzz rockets.
- E Picks devastator missiles.
- R Prepares annihilator missiles.
- Ctrl Fires the selected weapon if any ammunition is left.
- ~ Toggles auto firing on or off (the default).
- 0 Turns missile tracking on.
- Enter Releases chaff.

TARGETING

- Home Auto-targeting (default). With this on, the nearest enemy will always be targeted.
- End No targeting. Crosshairs appear and all player shots are directed straight ahead. This can be useful to concentrate on a non- or slow-moving enemy to the exclusion of others that may be close enough that auto-targeting would get distracted and lock onto them instead.

To enter the manual targeting mode:

- Page Up Selects a target that is farther away from the current target and sticks with it as long as possible.
- Page Down Selects a target that is closer than the current target and sticks with it as long as possible.

Targeting Display Options:

- B Toggles a "shrinking" box (the smaller the box, the better the lock is) with crosshairs.

C
V
G
Insert

Toggles a numerical display of the distance to the target in meters.
Toggles a picture of the target shown in the small right-hand cockpit screen.
Toggles enemy health bar graph on and off.
Toggles current weapon's field of view on and off.

POWER-UPS

A Selects power-up 1 (upper-left icon).
S Selects power-up 2 (upper-right icon).
D Selects power-up 3 (lower-left icon).
F Selects power-up 4 (lower-right icon).
Spacebar Activates the selected power-up.
Del Jettisons the selected power-up.

MISCELLANEOUS

Use the main keyboard numbers for the following:

F1 Displays on-screen help of game controls.
Esc Displays the options screen, unless an animation is playing, in which case it cancels the cinematic playback.
H Toggles the display of a hit to the player helicopter.
Pause Halts all game action while flying until this key is pressed again.
, and . Decreases or increases the cockpit map magnification. The numbers with their respective zoom factors are:

1-100 meters	3-300 meters	6-600 meters	10-1 kilometer
20-2 kilometers	30-3 kilometers	60-6 kilometers	

**** Toggles the display of the player's id during a network game.
/ Open chat in net play.
Tab Toggles instrument displays on or off (when the view is not in the cockpit).

To reduce the tediousness of long flight times, especially in slow helicopters, the pace of the entire game can be changed. The following keys implement this. Do not let events get too quick for you to handle!

- Reduces the time factor by one if it has been accelerated.
= Increases the relative speed of the game, up to five times normal play. This can just be an even faster way to get killed unless most of the enemies have been destroyed.

Backspace Immediately jumps to time factor one, which is usual.

FLYING THE HELICOPTER

Left Rolls the helicopter left.
Right Rolls the helicopter right.
Up Moves the helicopter forward.
Down Moves the helicopter backwards.
Button 2 While holding this button down, pressing left or right slides the helicopter in that direction without changing which way it is facing.
Button 4 Releases chaff.
Throttle This is the helicopter's collective. If the throttle is centered midway between its two extreme positions the helicopter will hover. A "lower" throttle will start the helicopter descending while pushing it to full will cause altitude to be gained. It takes some practice to return the throttle to the centered position when the desired height is achieved but the sensitivity this input allows makes it well worth learning this skill.

WEAPONS

Button 1 Fires the currently-selected weapon if any ammunition is available.
Button 3 Selects a new weapon type to ready for firing. Pressing it repeatedly loops through all the possible choices.

COCKPIT VIEW

If a "hat" is present, the following additional actions are possible.

Note: The "hat" takes precedence over the keyboard, so changing the view from the cockpit using a keyboard key only "flashes" the new view and then returns to whatever the "hat" indicates.

While in the cockpit (key 1):

Hat Up/Normal Forward (cockpit) view from inside the helicopter. The instruments are visible here.
Hat Left Looks left out of the cockpit.
Hat Right Looks right out of the cockpit.
Hat Back Looks directly behind the helicopter. Nice for watching enemy missiles chase your chaff or to see if anyone is on your tail.

While in the chase (outside) view (key 7), to move the camera:

Hat Left Circles the camera clockwise around the helicopter.
Hat Right Circles the camera counter-clockwise around the helicopter.
Hat Up Rotates the camera looping above the helicopter.
Hat Down Rotates the camera going underneath the helicopter.